



Book of the Dead

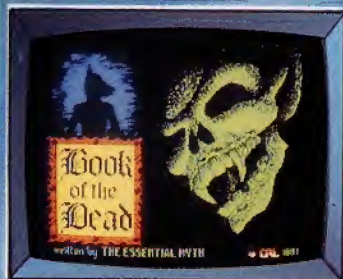
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BOOK OF THE DEAD

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You are Kteth, a falcon-headed Egyptian godling (albeit a rather minor one). Life among the gods, your brothers, is blissful and seemingly eternal. But, after aeons of peace since the very first moment, disaster strikes. Your divine father, the great god Set, foully murders the chief of all gods Osiris, in hope of usurping his place. This ambition is however not to be, as the whole pantheon of deities, lead by Osiris' rage-maddened son, Horus, rises up against Set and throws him from the Other World, the place of the gods.



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Sadly, your father's misdemeanours are reflected upon his relations, and you too are banished from Paradise by the wrathful Horus, and doomed to live out a mortal life in the world of men – a dismal end at best. But not all gods are against you, as after all you are innocent of the murder! With their clandestine help, there may be a way back to the immortal status of god – but this leads through death itself.

There is an ancient manuscript, almost forgotten even by the gods, which is known only as the Book of the Dead. It is a work written in mouldering tomes, on tomb walls, and even in the minds of priests and other beings. It details the one method by which a mortal soul may travel after death to the Other World. This, then, is the route of your redemption, if you can find it.

But at the last minute, Horus, still overwhelmed by grief and rage, discovers this. As you leave the Other World, and emerge into the land of Men as a frail mortal, he places an awful curse on you, manifesting itself as a crippling disease which will kill you long before you can undergo the rites of purification to release your soul back to Godhood. There is one last hope – somehow secure the aid of friendlier gods to cure yourself in time . . .

INSTRUCTIONS

Book of the Dead is a two-part graphics adventure written using incentives G.A.C. you will need to have completed the first part before loading the second. In play, commands can be entered using full English sentences. However, most sentences (and words) can be abbreviated e.g. PICK UP THE ANKH to PIC AN! Furthermore, multiple command input is also possible using "AND"; "THEN" etc. You can use "IT" or "THEM" to refer to the last object used. Finally, "TEXT" to turn the pictures off, and "GRAPHICS" to turn them back on.

PROGRAMMERS:

Is your software good enough for CRL. If it is contact Michael Hodges on 01-985 2391 or write to the ZEN ROOM, UNIT 7D KINGS YARD, CARPENTERS ROAD, LONDON E15 2HD.

